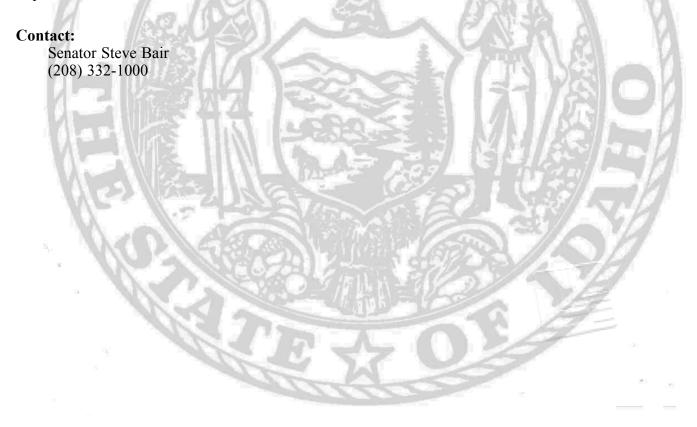
STATEMENT OF PURPOSE

RS27349C1 / S1265

This bill does three things: 1. Eliminates obsolete references to March 2015. Those references were included in the original bill to establish a timeframe for initial implementation of the original bill. References to those dates are no longer necessary. 2. Eliminates a requirement that local unit of government submit a "recently adopted budget". This language is eliminated because the pertinent financial information is required elsewhere in this legislation. Specifically, line 20 and 21 on page 2 in the bill requires that local units submit "Revenues and expenditures for the most recently completed fiscal year". This requirement is sufficient and more appropriate than requiring a "recently adopted budget." The requirement to submit an adopted budget creates additional and unnecessary work on the part of local units of government and creates a housekeeping burden for Legislative Audits which houses the local registry and supporting documents. 3. Finally, the bill eliminates a notification requirement for certain local governing entities to notify their appointing authority that they have complied, within 5 days. This notification requirement is unnecessary and duplicative as noncompliance notification is provided by LSO to the entity on several occasions, and then to the Board of County Commissioners, and the State Tax Commission as provided in part 4 section (b) which is located on page 3 starting at line 9 of the bill.

FISCAL NOTE

This bill does not require any new or additional funding, either from the General Fund, from local funds or other dedicated funds. There may be some modest savings from eliminating unnecessary filing and notice requirements.



DISCLAIMER: This statement of purpose and fiscal note are a mere attachment to this bill and prepared by a proponent of the bill. It is neither intended as an expression of legislative intent nor intended for any use outside of the legislative process, including judicial review (Joint Rule 18).